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ABSTRACT

A network settlement system allowing easy payment without the need of any credit card or any other kinds of cards in the case of purchasing commodities on a network is disclosed. At 5 least one shop is connected to the network and a user is allowed to access a cyber shop to purchase a commodity. A payer account used to pay a fee of using the network is previously registered. When a commodity has been purchased at the cyber shop by a user through the network, a server charges the commodity purchased 10 to the registered payer account.

the first time in the history of the world, the *whole* of the human race, in all its parts, has been gathered together, and is now to be seen in one place.